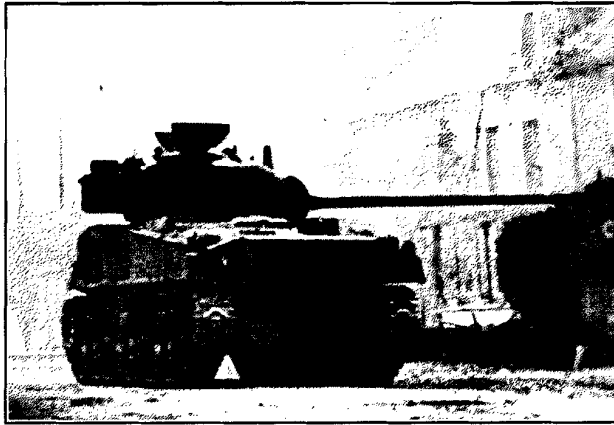


CHESTNUTS! HOT CHESTNUTS!

SCENARIO ASL TAC 37 Translated by Coastal Fortress Gaming Group



VICTORY CONDITIONS: Canadians win at game end if they control all buildings/rubble on board 12 on/between hexrows M and V.

BURON, FRANCE, July 8, 1944:

Around Caen, the allied artillery and air force held the bulk of the German forces, but taking Caen was asking for more important measures. For this purpose, Operation Charnwood, with the participation of 3 infantry divisions, 2 armored brigades and the specialized armored vehicles of the 79th Armored Division was launched. The Canadians from the Highland Light Infantry were ordered to take Buron, which was a keypoint to the German defenses, along with the Ardenne abbey. The SS from the Hitlerjugend Division, entrenched behind minefields and anti-tank ditches, guarded the village. At 0730, encouraged by Sergeant Kelly's bagpipes, Colonel Griffiths's troops, supported by some Shermans, assaulted the village.

BOARD PLACEMENT:



BALANCE:

- ⊙ Add a game Turn
- ⊕ Delete a game Turn

4	12	17
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⊕ GERMAN sets up first	⊙ 1	2	3	4	5	6	7	8	9	END
⊙ CANADIAN moves first										



Elements of 3rd Battalion, 25th Panzergrenadier Regiment, 12th SS Panzer Division [ELR:3]
(printed morale stay underlined) set up on/south of hexrow H {SAN:5}:

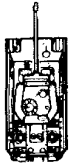
6-5-8	5-1-5	5-1-5	5-1-5	7-16	5-12	3-8	12-4	7 morale
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8

4

2

8



75L	2-2-8
2	2

Trench DUR, OBA: +4 Other: +2	Minefield	Minefield
8	24 factors	60 factors

3rd platoon of 3rd Battalion, 25th Panzergrenadier Regiment enter on turn 4 along the southern edge:

75LL 3/5/2	9-1
3	



Elements of Highland Light Infantry of Canada [ELR:4]
enter on/after turn 1 along the northern edge {SAN:3}:

4-5-8	4-5-7	10-2	5-1	8-1	8-0	1-4-9	5-1-5	5-1-5	2-7	8-3	5-1
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12

6

2

5

5

4



Elements of 27th Armored Regiment (Sherbrooke Fusiliers), 2nd Canadian Armored Brigade
enter on/after turn 1 along the northern edge:

76LL 13 9/4	75 13 9/4	9-2
2	6	

Elements of 30th Armored Brigade and 1st Assault Brigade, Royal Engineers, 79th Armored Division
enter on/after turn 1 along the northern edge:

75 12 9/4	75 7 14 11
2	

Scenario Design: Frédéric Deglaire '92

SSR:

- EC are moderate, with no wind at start. Kindling is NA.
- The Trenches in the German OB are AT-Ditches (B27.56). One AT-Ditch placed adjacent to a Wood/Building/Rubble is connected to the Wood/Building/Rubble depiction and prohibits AFVbypass along the shared hexside. Germans have 74 AP-mines factors (that can be normally converted to AT-mines factors), 60 of which must be placed as known minefields (F.7). The known minefields and AT-Ditches must be placed on board before Canadian offboard setup.
- One German squad-equivalent may set up HIP, along with all leaders/SWs stacked with it.
- If the terrain permits, the Germans may setup in foxholes of the appropriate size.
- Before setup, the Germans may place 8 Rubble counters of the appropriate nature in building hexes, or adjacent to Rubbled Building hexes. The Germans may not set up units in building locations without a route to the Ground level.

- Canadians have a 80mm OBAmodule, with a level 2 offboard observer placed secretly before German setup along the northern edge.

AFTERMATH: With good support from the artillery of the 6th Field Regiment RCA, the Canadians advanced quickly. But when they reached the AT-Ditch, the German defense hardened. Inside Buron, intense fights developed and the Germans defended each building with a desperate energy. Some SS committed suicide rather than surrender. A few tanks of the 12 SS-Pz-Rgt, coming from the Ardenne abbey, attempted a last counter-attack. Despite all the German efforts, Buron was taken, at the cost of heavy Canadian casualties. Their sacrifice (Company C from HLI lost the half of its effectiveness, Company B 2/3 and Company C 1/3) was not in vain, since on July 9th the Allies victoriously entered Caen.